

The Use of Social Media Among Indigenous Communities In Improving The Economy Towards The Progress of The Modern Era Based on The Republic of Indonesia Law No. 19 of 2016 Concerning Amendments To Law No. 11 of 2008 Concerning Electronic Information And Transactions

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Abstract : *Social media, also known as social networks, is part of new media. It's clear that the interactive content in new media is very high. Social media, quoted from Wikipedia, is defined as an online media, where users can easily participate, share, and create content including blogs, social networks, wikis, forums, and virtual worlds. Blogs, social networks, and wikis are the most common forms of social media used by people around the world. Social media has a significant influence on societal changes regarding their personalities. The purpose of this research is to determine the implementation of Law Number 19 of 2016 concerning Amendments to Law Number 11 of 2008 concerning Electronic Information and Transactions, the application of sanctions for social media users who harm others. This research study is normative juridical in nature as the main approach, considering that the discussion is based on legislation and legal principles applicable to issues of information technology crimes. The juridical approach is intended to conduct an assessment of the legal field, especially criminal law. Most social media users who intend to harm others in their use of social media will be ensnared by Law Number 19 of 2016 concerning Amendments to Law Number 11 of 2008 on Electronic Information and Transactions (ITE Law), whether intentional or unintentional. The law should provide protection to internet users by thinking positively, having good intentions, and taking decisive action against cybercrime perpetrators. However, the legal system has not yet addressed all computer crimes through the Internet. The ITE Law is expected to provide guidelines in restricting the use of social media for the public.*

Keywords : *Social media, social change, cybercrime*

Abstrak : Media sosial (*social media*) atau yang dikenal juga dengan jejaring sosial merupakan bagian dari media baru. Jelas kiranya bahwa muatan interaktif dalam media baru sangatlah tinggi. Media sosial, dikutip dari Wikipedia, didefinisikan sebagai sebuah media online, dengan para penggunanya bisa dengan mudah berpartisipasi, berbagi, dan menciptakan isi meliputi blog, jejaring sosial, wiki, forum dan dunia virtual. Blog, jejaring sosial dan wiki merupakan bentuk media sosial yang paling umum digunakan oleh masyarakat di seluruh dunia. Media sosial sangat berpengaruh pada perubahan sosial masyarakat terhadap kepribadiannya. Tujuan penelitian ini adalah



untuk mengetahui implementasi dari Undang-Undang Nomor 19 Tahun 2016 Tentang Perubahan Atas Undang-Undang Nomor 11 Tahun 2008 Tentang Informasi dan Transaksi Elektronik, penerapan sanksi bagi pengguna media sosial yang merugikan orang lain. Kajian penelitian ini bersifat yuridis normatif sebagai pendekatan utama, mengingat pembahasan didasarkan pada peraturan perundang-undangan dan prinsip hukum yang berlaku dalam masalah tindak pidana teknologi informasi. Pendekatan yuridis dimaksudkan untuk melakukan pengkajian terhadap bidang hukum, khususnya hukum pidana. Sebagian besar pengguna media sosial yang dengan maksud merugikan orang lain dalam penggunaannya di media sosial akan dijerat oleh Undang-Undang Nomor 19 Tahun 2016 Tentang Perubahan Atas Undang-Undang Nomor 11 Tahun 2008 Tentang Informasi dan Transaksi Elektronik (UU ITE), baik disengaja maupun tidak disengaja. Hukum semestinya mempersembahkan perlindungan terhadap pengguna internet dengan berfikir positif, niat yang baik, dan memberikan tindakan tegas bagi para pelaku *cyber crime*. Namun, sistem hukum belum menyelesaikan semua kejahatan komputer melalui Internet. UU ITE diharapkan menjadi solusi pedoman dalam pembatasan penggunaan media sosial bagi masyarakat.

Kata kunci : Media sosial, perubahan sosial, kejahatan dunia maya

I. INTRODUCTION

The advancement of information technology brings about changes in the lives of both modern and indigenous communities. Thus, the presence of social media can alter behavior patterns and personalities. Communities experience changes gradually, including changes in culture, morality, attitudes, and customary norms that typically govern community life. Indonesia, with its large population and diverse cultures, customs, ethnicities, races, and beliefs, has the potential for significant socio-cultural changes in community life. With various cultures, customs, ethnicities, races, and beliefs, Indonesia has many possibilities for socio-cultural changes in community life. Looking at various community groups, it can be said that all Indonesian people use and utilize social media applications as a place to interact, communicate, obtain, and disseminate information globally.

Social media is an online tool where users can easily communicate and build relationships by creating various applications such as Blogspot, social networks, Wikipedia, discussion forums, and virtual worlds.¹ Social media is a means or platform used to facilitate users to interact with others or fellow users, to collaborate or have other relationships, and has a two-way communication nature.

The presence and advancement of the virtual world as a means of interaction have changed the social interaction habits of society. There are no longer obstacles to social relationships among people, whether it be distance, time, or place. Communication can take place wherever you are without the need for face-to-face interaction with friends. With platforms like Facebook, Instagram, WhatsApp, and others, people can communicate with each other without meeting in person. With social media, distance is

¹Cahyono, *The Influence of Social Media on Social Change in Indonesian Society*. Jakarta: Kencana, page: 140-157.

no longer an issue. Considering how easy it is to use social media, it can be said that anyone can have, use, and convey information through social media.

The positive effects of using social media include making it easier for users to establish relationships with others, facilitating their work, expanding friendships without being hindered by distance or limited time. This is no longer a problem for social relationships, and the dissemination of news happens quickly and cost-effectively. As for the negative effects of using social media, it can lead to distancing from close friends and family members, while also bringing distant people closer together quickly. Additionally, face-to-face interactions may decrease, internet users may become addicted, conflicts may arise, and there may be a decrease in harmony within households, leading to divorce and other issues.

The use of social media applications has significantly changed social life habits in society. The influence of social media applications on a community institution can change its social life, including norms, habits, and behaviors among different societal groups. These changes can either benefit or harm society. Positive social changes can lead to easier access to and dissemination of information. From the information obtained, society benefits, both socially and financially. Meanwhile, the negative influence of social networks includes the presence of various social groups that mislead society by promoting certain beliefs, ethnicities, and deviant behaviors that diverge from the values embedded in societal norms.

Republic of Indonesia Law No. 19 of 2016 concerning amendments to Law No. 11 of 2008 concerning Information and Electronic Transactions (ITE Law) is the second amendment law in the field of information technology and electronic transactions as a much-needed legislative product and has become the basis for regulation in the field of utilizing information technology and electronic transactions. It was born as a constitutional solution from the state to regulate ethics for its users.

With the enactment of Law Number 19 of 2016 concerning information and electronic transactions, it becomes a legal basis that can be held accountable. Electronic information, electronic documents, and their printed results regulated in Law Number 19 of 2016 are recognized as valid evidence according to the applicable procedural law in Indonesia. The legislator's hope is that the expansion of evidence, including its printed results, can be considered valid legal evidence.

II. RESEARCH METHOD

This is a juridical-normative legal research, which involves studying the provisions of applicable laws and regulations as positive law in Indonesia.² Secondary data for the research are collected through literature studies related to legal issues or problems addressed in the research.³ The secondary data obtained from the research are qualitatively

²Jonaedi Efendi and Johny Ibrahim, *Normative and Empirical Legal Research*. Jakarta: Kencana2016, pages: 124.

³Bambang Waluyo, *Legal Research in Practice*. Jakarta: Sinar Grafika, 2008, page: 50.

analyzed systematically to draw conclusions regarding the issues discussed.⁴The research findings are presented in clear, effective, systematic, coherent, and logical sentences to facilitate the analysis and discussion of the issues.⁵

III. DISCUSSION

The Use of Social Media and Its Limitations

Social media is an application that utilizes internet networks with ideology as its foundation, based on web 4.0 technology that can create various social networks, enabling users to exchange generated content. Social media is a space where anyone can create a personal web page, allowing everyone to access it and thus connect and communicate with others.

Social media is an online-based device used to facilitate and engage in communication or interaction without face-to-face contact, employing sophisticated web-based technology that transforms direct communication into an indirect form. Some of the popular social media applications among the public today include Facebook, Instagram, Twitter, TikTok, Snapchat, YouTube, Google, Blogspot, and others. Internet-based social media is designed to simplify interaction between people indirectly, utilizing internet networks to shift information from monologue media to social dialogue media.

Social media is a platform for social interaction, facilitating easy communication with others and accessible to anyone. Nowadays, society has made social media a daily necessity, and without it, human activities could be hindered. This is evident as Indonesian society frequently visits social media sites. So, social media is an online tool accessed by humans for interaction and sharing with others through platforms like Blogspot, social networks, Wikipedia, forums, accessible wherever the user may be. Social media serves as a means or space used to facilitate user interaction with others or fellow users, for collaboration or other relationships, and it involves two-way communication. Social media encourages people to be interested and play a role in contributing freely, commenting, and providing various news updates accurately, easily, and without barriers. Etiquette in the use of social media includes:

1. Use polite language.
2. Avoid spreading hate speech, pornography, explicit content, and violence.
3. Respect the work of others.
4. Provide positive information.
5. Offer constructive and positive opinions.

The development of mass media technology has taken various forms over time, such as newspapers, Weblogs, social networks, Blogspot, Wikipedia, Micro Blogging, and Social Bookmarking. There are several classifications of social media, namely:

⁴Burhan Ashshofa, *Legal Research Methodology*. Jakarta: PT. Rineka Cipta, 2004., page: 20

⁵H. Ishaq, *Legal Research Methods and Writing Theses and Dissertations*. Bandung: Alfabeta, 2017. Page: 69.

1. Collaborative projects: Websites allow users to add, modify, and delete applications. Example: Wikipedia.
2. Blogs and Microblogs: Users have more flexibility in accessing content, such as criticizing government policies or sharing personal issues. Example: Instagram.
3. Content sharing: Users share various media content such as eBooks, videos, and photos. Example: YouTube.
4. Social networking sites: Users can stay connected through personal data and connect with other users. Example: Facebook.
5. Virtual Game World: Users interact in a 3D environment, communicating with friends like in the real world. Example: online games.
6. Virtual Social World: Users experience life in a virtual world, similar to interacting in a virtual game world.

Social media has both positive and negative impacts. Positively, it influences positive social changes, but negatively, it can erode societal values. With the advent of social media, human lifestyles have changed, making information acquisition more effective and efficient. Economically, many benefit from social media for business purposes. Consequently, people become increasingly dependent on social media, impacting their daily lives. Accessing social media anytime has become a necessity for staying updated, as it provides more current information than traditional media. While traditional media relies on print and broadcasting, social media utilizes the internet, allowing anyone interested to express themselves openly online. The rapid growth of social media is due to its accessibility and user-friendly nature, making it trendy, especially among youth who perceive it as essential for social acceptance.

In its usage, social media is utilized by society as a means to seek information and also as a platform for learning. However, with its development, the use of social media is not only employed as a tool to acquire useful information but also used as a medium for committing cybercrimes in the virtual world. Several cases of cybercrime have emerged in Indonesia, such as credit card theft, hacking of various websites, interception of others' data transmissions, and the dissemination of news that may not be true (hoaxes). Therefore, in computer crimes, there are possibilities of formal and material violations. Formal violations occur when someone accesses another person's computer without permission, while material violations involve actions that result in harm to others.

The report from We Are Social shows that the number of active social media users in Indonesia was 167 million people in January 2023. This figure is equivalent to 60.4% of the domestic population. The number of active social media users in January 2023 experienced a decrease of 12.57% compared to the previous year, which was 191 million individuals. This decline marks the first occurrence of such a decrease in the past decade. However, this condition occurred because the source used by We Are Social in January 2023 underwent significant revisions. These adjustments resulted in the latest data not being comparable to the figures from previous years. Additionally, the time spent on social media in Indonesia reached 3 hours and 18 minutes daily, making it the tenth highest duration globally.

Furthermore, the number of internet users in Indonesia was recorded at 212.9 million in January 2023. Unlike social media, the number of internet users at the beginning of this year was still 3.85% higher than in the same period the previous year. Of this total, 98.3% of internet users in Indonesia use mobile phones. Moreover, the average Indonesian spends 7 hours and 42 minutes on the internet daily.⁶

Electronic Information

In Law Number 11 of 2008 as amended by Law Number 19 of 2016 concerning Electronic Information and Transactions, there are several provisions in Article 1 that explain several terminologies, namely electronic data, electronic information, and electronic documents. The definition of Electronic Information is one or a set of electronic data, including but not limited to writing, sound, images, maps, designs, photos, electronic data interchange (EDI), electronic mail (email), telegrams, telex, facsimiles, or similar, letters, signs, numbers, Access Codes, symbols, or perforations that have been processed and have meaning or can be understood by capable individuals.

The most concrete concept is placed at the bottom, namely electronic documents; while the most abstract is placed at the top position, namely electronic data. Electronic documents are electronic information created, forwarded, transmitted, received, or stored in forms: analog, digital, electromagnetic, optical, or similar, which can be viewed, displayed, and/or heard through a computer or electronic system. So, the genus proximum (nearest genus) of electronic documents is electronic information. All electronic documents are electronic information, but not all electronic information is electronic documents. Because, although the chances are small, there may be electronic information that does not qualify to be called electronic documents. Electronic data is the genus proximum of electronic information. This means that all electronic information is electronic data, while not all electronic data is electronic information. Only certain electronic data can be called electronic information.

Electronic documents can be defined as electronic data that: (1) has been processed to have meaning or can be understood by individuals capable of comprehending it; and (2) is created, transmitted, conveyed, received, or stored in analog, digital, electromagnetic, optical, or similar forms, which can be viewed, displayed, and/or heard through computers or electronic systems. The legal basis for social media includes:

1. Law Number 11 of 2008 as amended by Law Number 19 of 2016 concerning Electronic Information and Transactions.
2. Government Regulation Number 82 of 2012 concerning the Organization of Electronic Systems and Transactions.
3. Minister of Communication and Information Regulation Number 7 of 2016 concerning the Administration of Investigation and Enforcement of Criminal Acts in the Field of Information Technology and Electronic Transactions.

⁶Indonesia Data. (May 20, 2023). "Social Media Users in Indonesia Amount to 167 Million in 2023," Accessed from, <https://dataindonesia.id/digital/detail/hm>.

In a legal context, Article 27 (3) of Law No. 11 of 2008 on Electronic Information and Transactions describes the form of "defamation" committed by an individual, where elements without rights in Article 27 (3) of Law No. 11 of 2008 on Electronic Information and Transactions regarding "criticism" must be accompanied by suggestions, positive value, and conducted reasonably so that their actions cannot be categorized as insulting criticism. Meanwhile, defamation committed for the public interest is only done through criticism but can also be considered as a warning or advice.

In Article 27 paragraph (3) of Republic of Indonesia Law Number 19 of 2016 concerning Amendments to Republic of Indonesia Law Number 11 of 2008 concerning Electronic Information and Transactions, the elements are as follows:

- a) The element of every person; which means "Every person" in this article refers to legal entities holding rights and obligations, namely individuals or humans as well as legal entities that can be held accountable for their actions.
- b) The element of intentionally; the meaning of "intentionally" implies that the actor is aware of and/or intends an act or its consequences.
- c) The element of distributing and/or transmitting and/or making accessible electronic information and/or electronic documents without right; d) The element containing defamation and/or defamation of character.

The result of the Joint Ministerial Decree (SKB) which produces a decision is limited revisions and the creation of implementation guidelines signed by the Minister of Communication and Information of the Republic of Indonesia, the Chief of Police, and the Attorney General regarding guidelines for the criteria of implementing the ITE Law as stated in Article 27 paragraph 3, which says:

1. In acts carried out intentionally with the purpose of distributing/transmitting/making accessible information that attacks someone's honor by accusing something to be known publicly.
2. It is not a criminal offense if the content consists of insults categorized as slander, mockery, or inappropriate words, or if the content consists of judgments, opinions, evaluations, or facts.
3. It is a complaint offense, so the victim themselves must report it and not institutions, corporations, professions, or positions.

Changes in Social Media Users in the Modern Era

Every human being throughout their life inevitably experiences changes. Changes can range from limited to extensive influences, some changes occur slowly while others happen rapidly. Changes can affect social values and norms, patterns of organizational behavior, the structure of societal institutions, layers within society, power and authority, social interactions, and so on. Changes occurring in society are normal phenomena. Their

influence can quickly spread to other parts of the world thanks to modern communication.⁷

Social change is a change that occurs in the structure of society which can influence patterns of social interaction within it, and can be either constructive, leading to a better process for human character, or conversely. Social change has several characteristics:

1. Significant influence of material cultural elements on immaterial elements.
2. Changes occurring in the structure and function of society.
3. Changes in social relationships or as changes in the equilibrium of social relationships.
4. Variation in accepted ways of life, either due to changes in geographic conditions, material culture, population composition, ideologies, or due to diffusion or new discoveries in society.
5. Modifications that occur in human life patterns.
6. All forms of changes in societal institutions within a society, which affect its social system, including values, attitudes, and behavior patterns among groups within society

The changes that require a long time, a series of gradual changes that follow each other slowly, are called evolution. In evolution, changes occur spontaneously without any specific plan or will. These changes happen because of society's efforts to adapt to new needs, circumstances, and conditions that arise as society grows.⁸ Meanwhile, rapid social changes involve the fundamentals or essential aspects of societal life. Sociologically, for a revolution to occur, certain conditions must be met, including:

- 1) There must be a general desire to make a change.
- 2) There should be a leader or a group of people considered capable of leading the society.
- 3) The leader is expected to channel the desires of the society and formulate and affirm the dissatisfaction into a program and direction for the movement.
- 4) The leader must be able to demonstrate a purpose to the society.
- 5) There must be a momentum, a moment when all circumstances and factors are right and suitable to initiate a movement.

Small changes are changes that occur in the elements of social structure that do not have a direct or significant impact on society. For example, changes in fashion trends will not have any effect on society as a whole because they do not result in changes to social institutions. On the other hand, large changes are changes that occur in the elements of social structure that have a significant impact on society. Intended changes or planned changes and unintended changes or unplanned changes. Intended or planned changes are

⁷Soerjono Soekanto, *Social Changes in Society*. Jakarta: Rajawali Press, 2009. Constitution of the Republic of Indonesia 1945, page: 259.

⁸*Ibid.*, page: 271

changes that are anticipated or have been planned in advance by parties intending to make changes within society. The parties desiring change are called agents of change, who are individuals or groups trusted by society as leaders of one or more social institutions. Whereas unintended or unplanned social changes are changes that occur without being intended or beyond the control of society and can cause unexpected social consequences for society.⁹

In general, the causes of cultural and social change are broadly categorized into two major groups: Changes originating from within society itself and Changes originating from outside of society. These will be clearly outlined below:

1. **Originating from Within Society: Population Changes:** Changes in population size are a primary cause of social change, such as population growth or decline in a specific area. An increase in population in a certain area can result in changes in the structure of society, particularly concerning social institutions. Meanwhile, in other areas, there may be vacancies resulting from population movements. New discoveries resulting from advancements in science, whether in technology or ideas, spread to society, become known, acknowledged, and subsequently accepted, leading to social change.
2. **Changes Originating from Outside of Society:**
Causes stemming from the physical natural environment surrounding humans. According to Soerjono Soekanto, these causes originate from the physical natural environment, sometimes caused by the actions of community members themselves. For example, rampant deforestation by a group of community members may lead to landslides, floods, and other consequences. Wars between one society and another can have various devastating negative impacts due to highly sophisticated weaponry.
3. **Influence of Other Societies' Cultures:** Direct interactions between one society and another lead to mutual influence. Additionally, influence can occur through one-way communication, such as communication between society and mass media outlets

Social changes within society have an impact on individual personalities in their use of social media. The widespread use of Twitter and Facebook has introduced a new approach to social science research. This necessitates specific techniques for analyzing and interpreting data using computer science methods. These techniques enable researchers to generate insights from large-scale data sets. Researchers employ language prediction algorithms to efficiently assess large-scale personality traits. Automatic language-based models of personality traits yield consistent results with participants' self-reported personality measurements.

Changes in social relationships or alterations in the equilibrium of social relationships and all forms of changes within societal institutions affect its social system, including values, attitudes, and behavioral patterns among groups within society. Society can directly communicate with the president through social media to provide constructive

⁹*Ibid.*, page: 272-273.

criticism, suggestions, and ideas. If, in conventional methods, society had to first become representatives or members of parliament and/or hold demonstrations in front of the presidential palace to voice their aspirations, now such methods are being increasingly abandoned.

Negative influences on societal social change include frequent conflicts between certain groups based on ethnicity, race, or religion. Some groups exploit religion, garnering a large following on social media, often utilizing specific moments to mobilize masses for particular activities. Social media directly influences the formation of these social groups by instilling specific principles, values, and beliefs to become agents of change within the system. Indeed, these groups can easily influence the stability of a country through social media. Additionally, social disparities often provoke comments and lead to conflicts. Deviant behaviors of society are also frequently magnified on social media, such as groups or communities of same-sex enthusiasts like the gay and lesbian communities. From the perspective of social interaction, the influence of social change in society occurs because of the increasing ease of human interaction through social media, resulting in reduced social interaction in the real world.

Social media has a significant impact on societal life in all aspects, including politics, social dynamics, economy, and culture. Moreover, using social media has both positive and negative effects on society. These effects include:

Positive impacts:

1. Social media serves as a cost-effective platform for promotion.
2. Social media facilitates the expansion of social circles.
3. Social media provides easy communication channels.
4. Social media enables access to accurate information.
5. Social media serves as a platform for sharing photos, information, and more.

Negative impacts:

1. Social media can disrupt teenagers' learning activities.
2. Social media can lead to criminal dangers.
3. Social media can result in fraud risks.
4. Not all users on social media exhibit polite behavior.
5. Social media can disrupt communication within families.

Certain phrases can predict specific personality traits. For example, individuals who score high in neuroticism on self-reported personality assessments are more likely to use words such as sadness, loneliness, fear, and pain. Analyzing this data can provide new connections that may not be apparent in written questionnaires and traditional surveys. Additionally, researchers have found many similarities across countries, such as the use of emoticons associated with positive emotions and swear words, as well as aggression associated with negative emotions.

Another intriguing phenomenon in social media is the proliferation of user accounts intentionally posting profile pictures that are not of themselves, without a profile picture, and lacking clear identities. Apart from user accounts with unclear identities, the irony of social media user behavior is also reflected in their efforts to reconstruct identities through status updates or the distribution of certain links, which actually serve to 'explain' to the audience who they are and how they are, or even the opposite: not representing the user's identity at all.

Social media presents itself as a collection of states or societies, where various ethics and rules also bind its users. These rules exist because the technology is a machine connected online or can emerge due to interactions among users. Awareness of something real in the minds of social media users is increasingly degraded and replaced by pseudo-reality. This condition is caused by the continuous imagery presented by the media, to the point where the audience seems to be caught between reality and illusion because the signs in the media appear to be disconnected from reality. In other words, social media has become reality itself, and what is inside it may even be more real and actual.

Lately, a culture of sharing has emerged where unclear websites and blogs utilize provocative attributes, such as the phrase "Spread it" or similar bombastic words. Messages commonly used include "share with others, distribute, or save." Sometimes, these messages are accompanied by threats similar to chain letters from the past. If news is not shared, the audience is 'cursed' to face calamity, disaster, and sorrow.

Republic Of Indonesia Law Number 19 Of 2016 Concerning Amendments To Law Number 11 Of 2008 Concerning Electronic Information And Transactions (ITE Law)

The ITE Law is a regulation concerning information, electronic transactions, and information technology in general. The ITE Law is an abbreviation of Law Number 11 of 2008 Concerning Electronic Information and Transactions. Law Number 19 of 2016 concerning Amendments to Law Number 11 of 2008 concerning Information and Electronic Transactions.

The freedom to express thoughts and opinions, as well as the right to obtain information through the use and utilization of Information and Communication Technology, is aimed at advancing public welfare and educating the nation, as well as providing a sense of security, justice, and legal certainty for users and Electronic System Providers.

In societal, national, and state life, rights and freedoms through the use and utilization of Information Technology are exercised while considering limitations set by law, solely to ensure recognition and respect for the rights and freedoms of others, and to fulfill fair demands in accordance with moral considerations, religious values, security, and public order in a democratic society.

The ITE Law has jurisdiction that applies to anyone who commits legal acts and harms Indonesia as stipulated in this law. In other words, regardless of a person's position, the ITE Law applies to them.

The ITE Law was first drafted in 2003 by the Ministry of Communication and Information Technology. After undergoing several processing stages and discussions, the ITE Law was finally ratified by President Susilo Bambang Yudhoyono and the Indonesian House of Representatives (DPR RI).

The objectives or functions of the ITE Law are outlined in Article 4, which are:

1. To enlighten the life of the nation as part of the global information society;
2. To develop trade and the national economy in order to improve the welfare of society;
3. To enhance the effectiveness and efficiency of public services;
4. To provide the widest possible opportunity for everyone to advance their thinking and abilities in the field of using and utilizing Information Technology as optimally and responsibly as possible;
5. To provide a sense of security, justice, and legal certainty for users and providers of Information Technology.

In the ITE Law, there are several prohibited acts, including:

1. Defamation Lately,

There have been quite a lot of cases of defamation rampant on social media. One of the reasons, of course, is because defamation is regulated under the ITE Law, precisely in Article 45 paragraph 3:

"Anyone who intentionally and without right distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing insults and/or defamation as referred to in Article 27 paragraph (3) shall be punished by imprisonment for a maximum of 4 (four) years and/or a fine of up to Rp750,000,000.00 (seven hundred and fifty million rupiah)."

2. Spreading Hoaxes or False News

The spread of false news has become a frightening phenomenon among netizens. When intending to spread news, it is advisable to conduct research first because spreading hoaxes will be subject to Article 45A paragraph 1:

"Any person who intentionally and without right spreads false and misleading news resulting in consumer losses in Electronic Transactions as referred to in Article 28 paragraph (1) shall be punished by imprisonment for a maximum of 6 (six) years and/or a fine of up to Rp1,000,000,000.00 (one billion rupiah)."

3. Hate Speech

Hate speech is inseparable from the online world. Its effects cannot be underestimated. Hate speech is also prohibited under Article 45A paragraph 2:

"Any person who intentionally and without right disseminates information aimed at stirring up hatred or hostility towards individuals and/or certain groups of society based on ethnicity, religion, race, and intergroup relations (SARA) as referred to in Article 28 paragraph (2) shall be punished by imprisonment for a maximum of 6 (six) years and/or a fine of up to Rp1,000,000,000.00 (one billion rupiah)."

4. Threats and Extortion

Threats and extortion are also not uncommon on the internet. Their purposes vary, such as demanding money, damaging reputations, and so on. This is also prohibited and regulated under Article 45 paragraph 4:

"Any person who intentionally and without right distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing extortion and/or threats as referred to in Article 27 paragraph (4) shall be punished by imprisonment for a maximum of 6 (six) years and/or a fine of up to Rp1,000,000,000.00 (one billion rupiah)."

5. Online Terrorism

According to the KBBI (Indonesian Dictionary), terrorism is an attempt to create fear. In the online world, this terrorism often takes the form of spam messages, unclear phone calls, sending disgusting images, and so on. Online terrorism is also regulated under Article 45B:

"Any person who intentionally and without right sends Electronic Information and/or Electronic Documents containing threats of violence or intimidation aimed personally as referred to in Article 29 shall be punished by imprisonment for a maximum of 4 (four) years and/or a fine of up to Rp750,000,000.00 (seven hundred fifty million rupiah)."

6. Distribution of Obscene

Videos The distribution of obscene videos has also been a sensational case in Indonesia. In the ITE Law, this prohibition is regulated under Article 45 paragraph 1:

"Any person who intentionally and without right distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing content that violates decency as referred to in Article 27 paragraph (1) shall be punished by imprisonment for a maximum of 6 (six) years and/or a fine of up to Rp1,000,000,000.00 (one billion rupiah)."

7. Hacking into Someone Else's

Social Media Account Hacking into social media accounts is regulated in Article 32 paragraph 1 and Article 48 paragraph 1 of the ITE Law as follows:

"Any person intentionally and without right or unlawfully, by any means, alters, adds, subtracts, transmits, damages, removes, moves, or hides Electronic Information and/or Electronic Documents belonging to another person or belonging to the public." "Any person who meets the criteria as referred to in Article 32 paragraph (1) shall be punished by imprisonment for a maximum of 8 (eight) years and/or a fine of up to Rp 2,000,000,000.00 (two billion rupiah)."

8. Online Gambling

Online gambling is regulated in Article 45 paragraph 2 as follows:

"Any person who intentionally and without right distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing gambling content as referred to in Article 27 paragraph (2) shall be punished by imprisonment for a maximum of 6 (six) years and/or a fine of up to Rp1,000,000,000.00 (one billion rupiah)."

IV. CONCLUSION

The use of social media has become significantly prevalent among society, serving as a platform for seeking information and learning. However, alongside its development, social media is not only utilized for acquiring beneficial information but also for perpetrating crimes in the virtual world. Moreover, changes in societal dynamics influence individuals' personalities in their use of social media. Therefore, with the enactment of the Republic of Indonesia Law Number 19 of 2016 Regarding Amendments to Law Number 11 of 2008 Regarding Electronic Information and Transactions (ITE Law), it is expected to serve as a guideline for regulating the use of social media by the public. The ITE Law holds jurisdiction over anyone engaging in legal acts that harm Indonesia, as stipulated in this legislation. In other words, regardless of an individual's position, the ITE Law remains applicable. Thus, this legislation allows for both formal and material offenses. Formal offenses pertain to actions where an individual intrudes into another person's virtual space without permission, while material offenses involve actions that result in harm to others.

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